AEDIT

Syntax: aedit   - Enters the editor for the current area.

Syntax: aedit <vnum>   - Enters the editor for the selected area.

The follow commands are available from within the AEDITOR:

age <number>   - set the age of the area

builder <player>   - toggle that builder's access

commands   - prints a list of possible commands

create   - create a brand new area and switch to it

done   - exits the area editor and returns to normal play

filename <filename>   - change the file name for the area. '.are' is appended.

name <name>   - change the 'AREAS' name of this area

recall <room vnum>   - set the room to recall to

reset   - resets the current area

security <rating>   - set the security rating for this area

show   - hitting return, or 'show' shows the area stats

vnum <lower> <upper>   - set the lower and upper vnum's

lvnum <lower>   - set the lower vnum

uvnum <upper>   - set the upper vnum

<flags>   - area flags, type ? AREA for a list

OLC

Syntax: AEDIT [create/reset]   - Area Creation and Repoping.

Syntax: REDIT [create/reset] [vnum]   - Room Creation and Editing.

Syntax: OEDIT [create] <vnum>   - Object Creation and Editing.

Syntax: MEDIT [create] <vnum>   - Mobile Creation and Editing.

Syntax: ASAVE <world/area/changed/list>   - Save Editing to Disk

Syntax: ALIST   - Listing of Areas.

Syntax: RESET See Help Resets.   - Set Game Resets.

Definition: [optional] <required>

The above commands are used to expand the game world. The original code it is based on was written by Surreality and installed in The Isles by Locke. It was then converted to work with Envy by Jason Dinkel. Inside an editor, typing COMMANDS lists working commands and ? gives help. AEDIT and REDIT default to the current area or room. EDIT ROOM RESET resets the current room. Most commands with no arguments display syntax. See also: AEDIT REDIT MEDIT OEDIT

ALIST

Syntax: ALIST

This command gives you a listing of all the areas along with their vnum assignments and the builder(s) assigned to editing them.

EXIT

Syntax: <dir> <command> <argument(s)>

For exits, type the direction (north/s/e/w) followed by:

dig <vnum>   - creates the room and makes a two way link

link <room vnum>   - make a two way link

room <room vnum> - make a one way link (use with caution)

key <object vnum>   - makes specified object the vnum of the key required

name <door name>   - makes the door's name/keywords = to the given name

desc   - edit the description of the exit

remove <arg>   - used to remove keys, names, and descriptions

delete   - delete this exit

<exit-flags>   - type ? EXIT for a list(door, locked etc.)

The exit flags are presented in the following manner. The capitalized flags are ones not included in the reset info. i.e. closed is due to a player closing the door and not due to the door being set to be closed. -South to [3744] Key: [-1] Exit flags: [door CLOSED pickproof]

ITEM_CONTAINER

value 0   weight capacity

value 1   flags: closeable, pickproof, closed, locked

value 2   key vnum

value 3unused

ITEM_DRINK

value0 capacity

value1 current quantity

value 2liquid type: water, beer, wine, ale, dark-ale, whisky, lemonade, firebreather, local-specialty, slime-mold-juice, milk, tea, coffee, blood, salt-water, cola

value3 poisoned?

ITEM_FOOD

value 0   hours of food value

value 1   unused

value 2   unused

value 3   poisoned?

ITEM_LIGHT

value 0 unused

value 1 unused

value 2 hours of light available, 0 is dead, -1 is infinite

value 3 unused

ITEM_MONEY

value 0value in gold pieces

value 1unused

value 2unused

value 3unused

ITEM_SCROLL_POTION_PILL

value 0level

value 1spell name 1

value 2spell name 2

value 3spell name 3

ITEM_STAFF_WAND

value 0 level

value 1 max charges

value 2 current charges

value 3 spell name

ITEM_WEAPON

value 0   unused

value 1   unused (formerly min damage)

value 2   unused (formerly max damage)

value 3   weapon type: hit, slice, stab, slash, whip, claw, blast, pound, crush, grep, bite, pierce, suction, chop

MEDIT

Syntax: medit <vnum> -Enters the editor for the selected mobile.

The following commands are available from within the MEDITOR:

alignment <value>   - set the mobile's alignment

commands   - prints a list of possible commands

create <vnum>   - creates mobile with specified vnum

desc   - edit the mobile's description (when looked at)

done   - exits the mobile editor and returns to normal play

level <level>   - set the mobile's level

long   - edit long description (the one in the room)

name <keywords>   - sets the keywords on an mobile

shop   - type this command for further information

short <desc>   - sets the 'name' of an mobile (a sword, a fish etc)

show   - hitting return, or 'show' shows the mobile stats

spec   - sets a mobiles spec proc, type ? SPEC for a list

<sex>   - set the mobile's sex, type ? SEX for a list

<act>   - mobiles actions, type ? ACT for a list

<affected-by>   - mobile affects, type ? AFFECT for a list

OEDIT

Syntax: oedit <vnum> -Enters the editor for the selected object.

The following commands are available from within the OEDITOR:

addaffect   - applies an affect to an object, no args for help

delaffect   - removes an affect to an object, no args for help

commands   - prints a list of possible commands

cost <gold>   - sets the gold value of the object

create <vnum>   - creates object with specified vnum

done   - exits the object editor and returns to normal play

ed   - type this for info on adding/editing extended descripts

long   - edit long description (the one in the room)

name <keywords>   - sets the keywords on an object

short <desc>   - sets the 'name' of an object (a sword, a fish etc)

show   - hitting return, or 'show' shows the object stats

v0 <num>   - sets the value '0' on the object

v1 <num>   - sets the value '1' on the object

v2 <num>   - sets the value '2' on the object

v3 <num>   - sets the value '3' on the object

weight <num>   - sets the weight of the object

<obj-type>   - type of object, type ? TYPE for a list

<extra-flags>   - attributes of object, type ? EXTRA for a list

<wear-flags>   - where object is worn, type ? WEAR for a list

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REDIT

Syntax: redit -Enters the editor for the current room.

The following commands are available from within the REDITOR:

commands   - prints a list of possible commands

create <vnum>   - creates a room with a certain vnum

desc   - edit description of room

done   - exists the room editor and returns to normal play

ed   - type this command for additonal extra-description help

format   - format(word-wrap) the room description

name <room title>   - changes the room title

show   - hitting return, or 'show' shows the room stats

oshow <vnum>   - shows an object with given vnum

olist   - lists objects in this area.

mshow <vnum>   - shows a mobile with given vnum

mlist   - lists mobiles in this area.

<room-flags>   - room attributes, type ? ROOM for a list

                        Room flags toggle just type the flag!

<sector>   - terrain of room, type ? SECTOR for a list

                        Sector flags toggle just type the sector!

<direction>   - see help EXIT, or type <dir> ?

walk <direction>   - use the walk command to move in a direction

RESETS

Syntax::

RESET <number> OBJ <vnum> <location on body> - equips last mobile

RESET <number> OBJ <vnum> inside <obj vnum>   - store in container

RESET <number> OBJ <vnum> room   - store in room

RESET <number> MOB <vnum> [<max #>]   - load a mobile

RESET <number> DELETE   - delete a reset

RESET alone will display the resets in the current room. The <number> will be displayed with this list. Typing ? WEAR-LOC will list possible locations that an object can be loaded to. The [<max #>] is the maximum number of mobiles allowed in this room and will default to 1 if no number is entered.

For resets to be successful make sure that you add them in a logical order. For example, if you are equipping a mobile, don't load a container in the room and fill it with some objects and then continue equipping the mobile. It is likely that resets will backfire if they are not carefully entered.

If you wish to reset the room then use EDIT ROOM RESET.

? ACT

sentinel   scavenger   aggressive   stay_area

wimpy   pet   train   practice

gamble	healer	caster	is_nice
banker	doctor	safe	uncurser

? AFFECT

blind	invisible	detect-evil	detect-invis
detect-magic	detect-hidden	hold	sanctuary
faerie-fire	infrared	curse	poison
protect	sneak	hide	sleep
charm	flying	pass-door	waterwalk
summoned	mute	gills	flaming

? EXIT

door	closed	locked
bashproof	pickproof	passproof

? EXTRA

glow	hum	dark	lock
evil	invis	magic	nodrop
bless	anti-good	anti-evil	anti-neutral
noremove	inventory	poisoned	enflamed
no-identify	no-destroy	no-locate	

? ROOM

dark	no_mob	indoors	private
safe	solitary	pet_shop	no_recall
cone_of_silence	imm_only	cold	hot
no_magic	hard_to_move	hard_to_fight	no_aggressive
arena	no_portal	post_office	fast_heal

fast_mana

inside   city   field   forest

hills   mountain   swim   noswim

underwater   air   desert

male   female   neutral

Preceed special functions with 'spec_'

breath_any   breath_acid   breath_fire   breath_frost

breath_gas   breath_lightning   cast_adept   cast_cleric

cast_ghost   cast_judge   cast_mage   cast_psionicist

cast_undead   executioner   fido   guard

janitor   mayor   poison   repairman

thief   flower_girl

light   scroll   wand   staff

weapon   treasure   armor   potion

furniture   trash   container   drink-container

key   food   money   boat

npc   corpse   fountain   pill

portal

take   finger neck   body

head   legs   feet   hands

arms   shield about waist   wrist

wield   hold   eyes   ears

float